

Campaign Background Information: **Dave Nelson 7/23/99**

Location: Campaign starts in the walled town of Redspan, in what's left of the Duchy of Tenh. The town is on the Artosamy River, across from the "Bandit Lands", formerly the Bandit Kingdoms, of the Empire of Iuz.

Time Frame: Campaign starts in the month of Planting, Common Year 591.

Background Situation, the big picture: During the Greyhawk War of the last decade, the Duchy of Tenh was conquered by forces of Sevvord Redbeard, Rhelt of Stonehold, who was under the mental control of the evil demigod Iuz. In 588, Sevvord had begun to withdraw his forces to combat raids from other northern barbarians and Iuz slowly was moving in evil spell casters and humanoids to rule the ruined Duchy. However, several events got in the way. First Sevvord broke Iuz's magical control and turned on Iuz in a rage, attacking his forces and priests in the Duchy. Second the rightful Duke of Tenh sent a small army of refugees and mercenaries from his exile in the county of Urnst to re-take his throne. Thirdly, a larger, better-equipped army of Tenh refugees was dispatched into the Duchy from the Theocracy of the Pale. The result is that there are four groups, all mutually hostile, attempting to gain or hold territory in the Duchy.

Background Situation: the local picture: the town of Redspan was one of the few walled towns of the Duchy. When the Fist invasion came, and the Duke fled, a local mercenary commander, Ludwig Greysleeve, a Perrenlander, seized power in the town and declared it to be The Free State of Redspan. Due to the distance from the Stoneholders' bases, their lack of knowledge of siege warfare and the ease of resupply the town had due to its position on the river, Redspan was not captured in the beginning stages of the invasion. Lord Protector Ludwig has since then used his considerable diplomatic skills to preserve Redspan more or less intact. In the last two years he was forced to grant some major concessions to Iuz's forces, including tribute and permission for an Iuz compound within the town walls. Ludwig is now facing great pressure from the people to declare either for the Duke or the Theocrat, but is worried that Iuz may be able to destroy the town before any permanent settlement could be made.

People You Will Have Heard Of:

Duke Ehyeh: rightful ruler of the Duchy of Tenh. Not known for his skill or even presence on the battlefield, but represents traditional Tenha society and legitimacy. He is in exile in County of Urnst. He is rumored to be supported by the mighty wizard Nystul.

Theocrat Tillit: high priest of Pholtus, ruler of the Theocracy of the Pale. The Theocrat has converted large numbers of Tenh refugees to the Church of Pholtus and has dispatched them and loyal Pale forces in a strong expedition to

reconquer Tenh from the barbarians and humanoids. Many of Ehyeh's supporters are deserting to the Theocrat.

Sevvord Redbeard: Rhelt (king) of Stonehold. Leader of large barbarian army in northern Tenh, uniformly hated by all the Tenhas for his rape of the country.

luz: evil demigod who rules a large empire to the west. Feared greatly by all.

Lord Protector Ludwig Greysleeve: Perrenlander mercenary captain who took control of Redspan town and has preserved it through all the wars of the last ten years. Very popular in the town, but some are impatient that he still is trying to remain neutral.

Urblack the Grim: An evil wizard and lieutenant of luz. He commands the forces of luz in the area from the old bandit city of Rookroost. His most feared troops are called the Black Dragons, a unit of heavy pole-arm infantry, all at least 2nd level (mostly hobgoblins, orcs, half-orcs and humans).

Ingold of Stoink: Plar of the bandit town of Stoink, he has sworn fealty to luz and obeys his direct orders, but has retained a degree of independence in his domain.

Religions and Gods of Importance:

The Druids: The Druidic religion was the ancestral religion of the Flan tribes who made up the Duchy of Tenh. Most of the farmers still worship in the old druidic fashion. Their chief divinity is Beory, goddess of Nature. Other gods are Obad-Hai, god of woodsmen, and Velnius, a sky god. The druids are, of course, Neutral in alignment.

The Church of Pholtus: Pholtus of the Blinding Light, is the sole god of this church. The church is dedicated to Light, Law, Order and Resolution. The Theocracy of the Pale, to the East, is ruled by the masters of this church, who are now on a crusade to drive out the barbarians and demon-worshippers in Tenh. The church is very rigid, believing in the unity of Truth in the Law of Pholtus. Most worshippers are LG or LN, although some LE have been found.

Cult of luz: all inhabitants of luz's empire are required to worship luz as the only true living god on Oerth. Other demon-cults and humanoid worship exist however, because of the chaotic nature of luz's rule. luz's priests are CE, but worshipers can be CE, CN, NE, or LE.

Barbarian Gods: The barbarians worship some of the following gods:

Pelor	NG	Light and Sun
Ehlonna	NG	goddess of woodlands
Erythnul	CE/CN	berserkers, barbarian soldiers
Kord	CG	strength, barbarians, berserkers, athletes
Bralm	N	farmers, industriousness
Llery	CN	strength, common warriors
Lydia	NG	song, bards
Telchur	CN	winter, cold, farmers, barbarians
Vatun	CN	barbarians cold weather

There are others, but most Stoneholders encounter will recognize and pay tribute to at least one of these.